DLA Warfighter Support Initiative						
	March 22, 2016 Room 1	March 22, 2016 Room 2	March 22, 2016 Room 3	March 23, 2016 Room 1	March 23, 2016 Room 2	March 23, 2106 Room 3
8:00-9:00 a.m.	Executive Session – Senior Leaders Only	Open	DLA Overview - Open Attendance	Senior Enlisted Session – Senior Enlisted Only	Open	DLA Overview - Open Attendance
9:15-10:15 a.m.	"Where's My Stuff?" Part I - DLA Self-Help Tools.	DLA Storage and Distribution – A DOD Strategic Enabler and Asset	Tailored Vendor Logistics Programs (TVLS), Part I – Enabling the Warfighter	Clothing The Warfighter – Combat Gear and Uniforms	Worldwide Fuel Support – Pricing and Mission Planning	Map Support at your front door!
10:30- 11:30 a.m.	"Where's My Stuff?", Part II Using DLA Self- Help Tools – Demonstration	Subsistence Products and Feeding the Warfighter – It's More Than MREs!	Tailored Vendor Logistics Programs (TVLS), Part II – Enabling the Warfighter	Land Combat Systems – Overview of Customer Support	Subsistence Products and Feeding the Warfighter – It's More Than MREs!	Disposition Services – What We Do and Proper Disposal Of Excess Materiel
11:30 a.m.— 12:30 p.m.	LUNCH – Exhibit Hall Open for Viewing					
12:30 – 1:30 p.m.	Clothing the Warfighter – Combat Gear and Uniforms	Worldwide Fuel Support – Pricing and Mission Planning	Disposition Services – What We Do and Proper Disposal Of Excess Materiel	Tailored Vendor Logistics Programs (TVLS), Part II – Enabling The Warfighter	"Where's My Stuff?", Part I - DLA Self-Help Tools	DLA Storage and Distribution – DoD Strategic Enabler and Asset
1:45-2:45 p.m.	Map Support at your front door!	Joint Contingency Acquisition Support – An OCS Enabler	Land Combat Systems – Overview of Customer Support	Tailored Vendor Logistics Programs (TVLS), Part II – Enabling the warfighter	"Where's my Stuff? ", Part II Using DLA Self- Help Tools – Demonstration	Medical Support for the warfighter.
3:00-4:00 p.m.	Medical Support for the warfighter.	Open	Open	Joint Contingency Acquisition Support – An OCS Enabler	Open	Open